

WEBSITE CHECK PATTERN WEBSITES OCT 2012

Rubric Generator Websites

<http://www.teachervision.fen.com/teaching-methods-and-management/rubrics/4524.html#ixzz1d2xZeJck>

<http://rubistar.4teachers.org/index.php>

<http://edtech.kennesaw.edu/intech/rubrics.htm>

http://myt4l.com/index.php?v=pl&page_ac=view&type=tools&tool=rubricmaker

Sample graphs: www.onlinecharttool.com

Website showing multiple examples of curriculum contents adapted to the video game model: http://ierg.net/lessonplans/unit_plans.php

Patterning Web Resources All Ages (last checked June 2012)

Early elementary pattern recognition worksheets:

http://www.kidzone.ws/prek_wrksht/math-readiness/patterns.htm

<http://www.kidslearningstation.com/preschool/pattern-worksheets.asp>

Brain Nook is a free (except premium level) virtual world with patterning activities and games to learn math and English <http://bit.ly/hdLSy6>
(and teachers can track student progress)

Pattern recognition computer board games for upper elementary through high school:
<http://boardgamegeek.com/geeklist/44918/brain-burning-pattern-recognition-games>

The website http://www.ehow.com/info_7820555_interactive-pattern-games.html
provides descriptions and links to interactive pattern games for all ages.

“Pattern Game” is a very simple interactive game where players create their own patterns by moving their mouse <http://patterngame.com/>

Cyber Pattern Player <http://pbskids.org/cyberchase/games/patterns/>

an interactive game that teaches children that patterns can be heard as well as seen.

Pattern building & problem solving challenges from age 8 through high school. Using a limited set of tools players must think beyond a single use – extended concept thinking for creative innovation. <http://portal.wecreatestuff.com/>

Free OnLine Learning Games www.zondle.com 12,000 topics created by teachers (or you can make your own) and students can use almost any internet-connected device (e.g. phone, netbook, etc) to communicate their responses

Puzzle Block: Like Tanograms – move pieces to fit picture outline
Invention at play: Invention Playhouse/Smithsonian
http://www.inventionatplay.org/playhouse_puzzle.html

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Shapes and Patterning Websites

Simple shapes:

<http://www.bright-productions.com/kinderweb/tri.html>

Tessellations (*geometric shapes that fit together perfectly:*)

<http://www.tessellations.org/>.

Move shapes to build tessellations:

<http://www.mathcats.com/explore/tessellationtown.html>

Samples of tessellation art:

<http://www.k4.dion.ne.jp/~mnaka/home.index.html>

Middle and High School Math Online

Universal Currency Converter

www.xe.com/ucc

Wolfram Math World: (*links to math games, terms, lessons 8-12*)

<http://mathworld.wolfram.com/about/>

Applied Math

<http://www.stfx.ca/special/mathproblems/> Math Problems by Grade Level
<http://www.lhs.logan.k12.ut.us/~rweeks/applied/applied.htm>
Applied Math...scroll down to **Resources**

A collection of high school math sites for students and teachers. The focus is on providing interactive sites with engaging material.

<http://www.symbaloo.com/mix/highschoolmathsites>

High School Math [real-world scenarios](http://bit.ly/P4MjeH) <http://bit.ly/P4MjeH> TeachingChannel.org
Example: **Using a lottery to see the uniqueness of functional relationships** (Teaching Channel) https://www.teachingchannel.org/videos/teaching-functions?utm_source=Alpha+List&utm_campaign=17fa2b7690-Newsletter_August4_2012&utm_medium=email

[Mangahigh](#) makes compelling middle grade math games with embedded Core-aligned assessment and achievement analytics.

“Neuroscientist explains how to stimulate young brains”. Link with video & transcript <http://bit.ly/IeW5H1>

Neuroscientist explains how to stimulate young brains:

<http://www.abc.net.au/news/2012-04-20/neuroscientist-explains-how-to-stimulate-young/3964092>

Neural development and early intervention: Q&A www.abc.net.au/news/2012-04-17/science-fuels-push-for-education-re-think/3952496